**Progress Report**

**- Increment 2 -**

**Group #8**

1. **Team Members**

Megan Achurra - mea17e - megan-A

Dylan Giesler - dag18e - dag18e

Daniel Lukish - dl16c - dl16c

Miguel Perez Ojito- map18f - miggs597

Thomas Rudolph - tmr18c - thomas54015

1. **Project Title and Description**

Django’s Fantasy:

Django’s Fantasy is a hybrid between fantasy leagues and traditional sports betting. Users create or join leagues and then participate in a draft. Over the course of the draft the user will choose 3 Premier League Football clubs. Players are prompted to choose 1 team they believe will lose the most throughout the season and 2 teams that they believe will win the most. Assistance to novices can be provided if needed, to advise on which teams to choose. Points are given to a user when either/both of their winning teams wins or their losing team loses. At the end of the season the user with the most points in the league (the best predictor of winning and losing teams) is the winner.

1. **Accomplishments and overall project status during this increment**

Describe in detail what was accomplished during this increment and where your project stands overall compared to the initial scope and functionality proposed.

Megan - The index page received a video that shows all of the Premier League Football clubs for the 2019-2020 season and more styling features using CSS.

Dylan - The home page got some changes to the selected league scoring so it looked nicer and tested some tooltip ideas there too. Also worked on a couple versions of the now unnecessary player information system, but those will be helpful in building the team information system.

Daniel - API now sends reliable data that we can use to fill our database. Changed from player based league system to a more sports betting, team-orientated competition styles. Point system established for competition.

Miguel - Being able to quickly and efficiently meet the changing needs of the project. And having more experience with HTML/CSS now has made it so easy to implement features with less of a headache because of how HTML/CSS builds on itself.

Thomas - We hashed the passwords to add a little extra security to the project. We also built the functionality to create leagues and add users through individual links. So far we are on track with the core functionality of the project.

1. **Challenges, changes in the plan and scope of the project and things that went wrong during this increment**

The principal obstacle that we were confronted with during this iteration was for us to take a step back as a team and determine what we needed to be culled in order to move forward and reach the final iteration three deadline. Now, from my point of view, it was truly astounding how fluid our meetings were during this period in which we deliberated on what were the most appropriate things to drop from the project. After all was said and done we all felt more assured than ever, and we were left with a hunger to work on our newly streamlined project. Each team member would leave with a concise and clear understanding of what needed to be accomplished at the end of the meetings. Another hurdle that we faced during this go around; that we chronicle in greater detail in the video but most assuredly deserves a mention here was the issue with our api of choice. The issue in question is not that of a technical one, but rather that of a monetary one. We promptly realized that our initial incarnation of our project would have ran up an eye watering bill. Armed with this knowledge and shallow bank accounts this became the driving factor in our pivot to a more traditional betting system.

1. **Team Member Contribution for this increment**

Please list each individual member and their contributions to each of the deliverables in this increment (be as detailed as possible). In other words, describe the contribution of each team member to:

* 1. the progress report, including the sections they wrote or contributed to
  2. the requirements and design document, including the sections they wrote or contributed to
  3. the implementation and testing document, including the sections they wrote or contributed to
  4. the source code (be detailed about which parts of the system each team member contributed to and how)
  5. the video or presentation

Megan Achurra

1. Wrote the project description (2) and contributed to the accomplishments and status of my piece in the project (3) and my goal for the last iteration (6).
2. Updated use case diagram and wrote use case textual description.
3. Grammar checking for all of the documents
4. Contributed all of the code for the index.html file and the additional CSS stylings added to the index.css file since the last iteration. Specific changes were errors from iteration 1 were corrected, font changed, text description of the site was altered, and a video that I created were included in this iteration along with a few other changes.
5. Took part in the planning of what needed to be addressed in the video (ex. reason for changing/eliminate features), the distribution of topics to discuss between each person, and participated in the actual filming of the video.

Dylan Giesler

1. Wrote my plans for the next iteration and my accomplishments for this one
2. Wrote the overview and contributed to functional requirements. Functional requirements were mostly just taken from iteration 1 since they really haven’t changed much. Made a couple edits to the use case textual descriptions.
3. Wrote non-execution based testing and contributed to programming languages and execution-based non-functional testing
4. Changed a few things on the home.html, mostly centered around the selected team layout. Added tooltip functionality so we can make little hoverable tooltips to help out users. Also made a couple mockups of the player information system, which ended up being scrapped since now it needs to be a team information system. I can still use some of what I did as a foundation though.
5. Made my part of the video and edited it all together. Also tried to cut out some unnecessary parts. Pro-tip: don’t edit video on an old macbook air

Daniel Lukish

1. Wrote and added to accomplishments and overall project status during this increment, team member contribution for this increment, and plans for the next increment.
2. Contributed to functional and nonfunctional requirements.
3. Contributed to programming languages (1) and API’s (2).
4. Created a python script to update our database with real world, up to date premier league stats and scores. Created documentation on how to use API.
5. Took part in the video and helped discuss ideas and talking points.

Miguel A. Perez Ojito

1. Wrote and fleshed out the majority of Section 4 in the progress report, and also contributed my parts for Section 6
2. Contributed large parts to the overview, non-functional requirements, and assumptions and dependencies.
3. Worked on fleshing out the programming languages section, and platform and database. Since these really didn’t change from one iteration to the next, they're just lifted from iteration 1. Also added to Execution-based Non-Functional Testing and Non-Execution-based Testing.
4. Reworked my page to properly line up with our pivot to a more traditional betting style, and added a more intuitive user interface when it came time to select a team.
5. For the off camera work it felt like a took on a director role with doling out what we were going individually talk about when it came time to discuss the cuts. For the rest you can just watch the video itself.

Thomas Rudolph

1. I added to the accomplishments and to the plans for next incrementation. I added my name with a dash next to the things I wrote here because they are specific to what I completed and what I hope to complete myself.
2. I built the sequence diagram. I built it for the last incrementation and add 2 more functionalities to it. I also type up 6. operating environments. I actually used the same one from the last incrementation because our environments have not changed as of yet. I did type it in the last document.
3. I did part 3 regarding sign up, login, hashing, create league, and invites. Hashing, create league, and invites are new for this incrementation.
4. I completely built the signup, and login (all the source code I wrote, with a reference here and there). I built the front end of these pages using CSS and HTML, and I used php with MySQL combination to build up the back end. I added Hashing security to the signup and login in this incrementation. I did the backend programming for the league creation and invite on the home.php. I did this by checking to make sure the league name has not been taken yet, then adding the new league to the database along with the current user as the captain. At the time the League is created, it creates 4 invitations using random 8 char/int string along with the league name. Only the captain can see the invitation links and send them to who he likes. I built the invite.php page, this mainly to error check and verify the invites that have been sent out. The link points directly to this page where the random invite and name is passed. The page checks to make sure the link is valid, that the user is not already in the league, the user is logged in, and it makes sure the invite hasn’t already been used.
5. I did a little bit of talking in the video, and I took a screen video to show a display of the project.
6. **Plans for the next increment**

Megan - Continue to increase the quality of the index page and add more styling features, such as a referee whistle sound effect playing when the index page is loaded. I also want to ensure that the styling pages are consistent and relatively match each other.

Dylan - I’m going to continue improving the home page, such as adding more of the tooltips I mentioned in my accomplishments. I also want to work on the team information system, which will provide more detailed team statistics to the player. This is another good opportunity to add tooltips.

Daniel - Implement the point system for leagues. Automate it with either an automated script on the server or a locally run script that updates scores in the database. Create a stats page where users can go and check out recent scores, team stats, and recommendations for good and bad teams.

Miguel - I think it would be really interesting to work on the backend to help with hardening the security of the website, thinking along the lines of preventing sql injection. I had databases over the summer so just dusting off my old notes should help out.

Thomas - Get the functionality and back end programming of the Drafts page working correctly. I also plan on getting the delete user function working correctly, and a function to reset passwords. Note: In the proposal we talked about leaving this feature to admins, but we may give this feature to users to change their own passwords, or to send a link to their email to do so.

1. **Link to video**

[**https://www.youtube.com/watch?v=k8OrEMOKjH8**](https://www.youtube.com/watch?v=k8OrEMOKjH8)